

# **Abgrund**

A language based on imaging

ANONYMOUS

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This work is dedicated to humanity and shall be  
seen as my contribution to society. While I get  
creative, maybe connect a few sciences and set a  
few new theories one thing becomes clear to me:  
I will not find any answers...  
but I strive for mine.



# Contents

<b>1</b>	<b>Epilogue</b>	<b>1</b>
<b>2</b>	<b>Introduction</b>	<b>5</b>
2.1	Terminology . . . . .	5
2.2	The idea . . . . .	5
2.3	The ideal . . . . .	5
2.4	Justice . . . . .	6
2.4.1	When there is a fault . . . . .	6
2.4.2	What balance means . . . . .	6
<b>3</b>	<b>The matrix called Abgrund</b>	<b>7</b>
3.1	Instructions . . . . .	7
3.2	Theory of Root . . . . .	7
3.2.1	Meaning . . . . .	7
3.2.2	Root . . . . .	8
3.2.3	Being . . . . .	8
3.2.4	Association . . . . .	8
3.2.5	Truthness . . . . .	9
3.2.6	Sense . . . . .	9
3.2.7	Spaces . . . . .	9
3.3	Nutrients . . . . .	9
3.3.1	Validity . . . . .	9
3.3.2	Knowledge . . . . .	10
3.3.3	Singularity . . . . .	10
3.3.4	NOT . . . . .	10
3.3.5	Equality . . . . .	10
3.4	Stem . . . . .	10
3.4.1	Plurality . . . . .	10
3.4.2	Duplication . . . . .	11
3.4.3	Set Theory . . . . .	11
3.4.4	Indication . . . . .	11
3.5	Sentence parts . . . . .	12
3.5.1	Verbs . . . . .	12

3.5.2	Objects . . . . .	12
3.5.3	Connectives . . . . .	12
3.6	Structure . . . . .	14
3.6.1	Element . . . . .	14
3.6.2	Molecule . . . . .	14
3.6.3	Substance . . . . .	14
3.6.4	Complex . . . . .	14
3.7	Working . . . . .	15
3.7.1	Compound . . . . .	15
3.7.2	Priority . . . . .	15
3.7.3	Bits . . . . .	15
3.7.4	Digits . . . . .	15
3.7.5	Sorting . . . . .	16
3.7.6	Ascendance and Descendance . . . . .	16
3.8	Communication . . . . .	17
3.8.1	Sending and Receiving . . . . .	17
3.8.2	Statement . . . . .	17
3.8.3	Requesting information . . . . .	18
3.8.4	Receiving information . . . . .	18
3.8.5	Running information . . . . .	18
3.8.6	Sending information . . . . .	18
3.8.7	Distance . . . . .	18
3.8.8	Result . . . . .	19
3.9	Model of Involvement . . . . .	19
3.9.1	Sender . . . . .	19
3.9.2	Receiver . . . . .	19
3.9.3	Messenger . . . . .	19
3.9.4	Quoting . . . . .	20
3.9.5	Unknown . . . . .	20
3.9.6	Observer . . . . .	20
3.9.7	Perspective . . . . .	20
3.10	Model of Causality . . . . .	21
3.10.1	Attractors . . . . .	21
<b>4</b>	<b>Beta content</b>	<b>23</b>
4.1	clean working . . . . .	23
4.1.1	First object . . . . .	23
4.1.2	Second object . . . . .	23
4.2	Knowledge of transmission . . . . .	23
4.3	Principles . . . . .	23
4.4	Relativity . . . . .	24
4.4.1	Something . . . . .	24
4.4.2	Everything . . . . .	24
4.4.3	Inequality . . . . .	24

4.4.4	Processing . . . . .	24
4.4.5	Property . . . . .	25
4.5	Uncertainty . . . . .	25
4.5.1	Probability . . . . .	25
4.5.2	Variables . . . . .	26
4.5.3	Prove . . . . .	26
<b>5</b>	<b>Discussion</b>	<b>27</b>
5.1	trashed . . . . .	27
5.2	Hopes for the future of 'Abgrund' . . . . .	27
5.3	A priori or a posteriori? . . . . .	27
<b>6</b>	<b>Acknowledgments and References</b>	<b>29</b>
6.1	Design . . . . .	29
6.1.1	Fonts . . . . .	29
6.1.2	How To . . . . .	29
6.1.3	Sources . . . . .	29
6.2	Tools . . . . .	30
6.2.1	Google Translate . . . . .	30
6.2.2	Google Drawings . . . . .	30
<b>7</b>	<b>Attachments</b>	<b>31</b>
7.1	Collection of Formulas . . . . .	31
7.2	Dictionary . . . . .	31
7.3	Graphics . . . . .	31
7.4	Implementation Guide . . . . .	31
7.5	Stats . . . . .	31





# List of Figures



# List of Tables



# Chapter 1

# Epilogue

Abgrund did not ever start. It was more a process of putting ideas together. Back in school I created codes to transcribe the alphabet. All the time I am wondering why people use complicated (like Latin) words. With the flow of time and a little programming background I asked myself:



# Abstract

What is the most simple?

We will not find a answer to this philosophical question in our lifetime. On the the level of a language though it is a different approach: compromise complexity and use basic knowledge. As of this I am using scientific logic to make Abgrund understandable for machines and humanity to create a method of communication which shall rationalize the human thinking in the process of learning and using. This will be done by changing word- and syllable construction, writing and pronunciation, the evasion of the decimal system and the adaption of a more pure (rational) kind of seeing, exchanging, thinking in this world.

Note: this is not a scientific article. the methodology is observation and theory. the facts have not been proven by myself and are sometimes collections or remakes of facts.





## Chapter 2

# Introduction

### 2.1 Terminology

A simple googling will tell that 'Abgrund' is either the German word for 'abyss', while the stems' meaning is 'reason' but also 'ground'.

### 2.2 The idea

Communication does not solve wars nor other conflicts. It is not enough to talk and settle for an agreement. It is our thoughts that have to change, our way of thinking things by either accepting, tolerating or ignoring others believes. Only by doing that people can become satisfied. Also imagine if the word 'conflict' would have the same meaning as 'argumentation'. Dividing the world into positive and negative when there is only being and imagination.

### 2.3 The ideal

I do not divide into good or bad - keep a clear mind. There is no justice as there shall be no judgment. I want to show people that an objective sight is not an ability from psychos or geniuses, but of people who taught themselves and were determined to do so. And do not be afraid; a clear mind does not take away your ability to feel or hides it somewhere deep inside. Love, anger, sympathy and loneliness will still feel the same, what changes is your way of dealing with emotional situations. There is only same, which means innate weakness may be made up with diligence. This must not result in castening. Value yourself most, but value everything else the same as yourself. Do not be proud or ashamed, because there is no meaning in it.

## 2.4 Justice

We should not punish for misbehaviour, but if anything empower selflessness. Selflessness does not include acting for a higher being but for being [alive] itself. If only our achievements and our losses would be kept in history. When no man could make history with violence. Then we would be a lot better off. Some years ago I wrote my definition of a perfect society. When freedom is only limited by one's self and the freedom of others. If not my "Rights" is used as basis, then someone who truly does not want to decide should decide as he is the one, who is the most just.

### 2.4.1 When there is a fault

So who is at fault for what is being accomplished in our society - for all the bad things happening? Right now I'm using your weapon to blame you for not being upright. Why can't you see that blaming is never a way for improvement. It never helps. Feeling responsible not only for 'our own faults' but also for someone else's, improves the respect and love for each other. And still to be rational: fault is never one-sided, that is how nature defined us. We are a part in something bigger and never a standalone. We cannot be not influenced by all sort of things around us - not only people. Therefore blame can not be directed, but only registered or ignored. And you are choosing.

### 2.4.2 What balance means

When something new is build - something beautiful - build out of strong emotion, a collective drive from a new perspective then the being of it is closest to its idea. Therefore changes will always result in getting further away from what was originally planned. We are all people and all people share the one big goal. Why can we not live towards that purpose? Why do we get involved with small things that do not concern? Why do we lose focus? Why do I?

## Chapter 3

# The matrix called Abgrund

### 3.1 Instructions

First of all we need something we can call the base of Abgrund; something that is most simple and we will name it root (it's like two people becoming parents... you and I... and root). We have to answer the question "what is the meaning of a number?" before we can calculate. But we have to find something much more basic if we want to construct a language. And the only way to do this is by setting up a theory to generalize what we are about to do. this is a step by step guide to understand the logic behind Abgrund.

### 3.2 Theory of Root

There is more than one. In fact there is close to infinite. At least that is what I believe when thinking. I believe that there is even much more of not-infinite than of infinite. I do not want to complain, but it seems to much to process. So we are in need of a language that is flat, structured, easy to learn and inherits traditional science. And last but not least, we must be able to communicate.

#### 3.2.1 Meaning

Firstly think about something specific. It does not matter what it is. E.g. it could be bread, thymic stromal lymphopoietin, or the last joke you heard. Well, as long as you can 'think' of it, you chose the right something. Now continue reading if you have found something.

*"content"*

What just happened automatically is called associating - giving 'something' a meaning. Even with words like the above mentioned protein TSLP association happens, because we can categorize it somewhere in between chemistry

and biology. Maybe we even had a hint, because we knew that proteins often end with '-in'. Whichever the case, we can not not associate it in any way. Our brain is giving meaning to things we have never come across before. In logic the most basic thing is 'meaning' (reason is too focused on sense). Now to be scientifically we have to prove the existence of meaning first or someone else must prove our thesis wrong or partly wrong. So I claim that everything existing, and everything not existing has a meaning. And this claim is unproven and not false unless it is disproved. Because we can not assume that prove would have any meaning if meaning itself had none. Prove is a part of meaning as is everything else we encounter. So we are save to say for now that meaning is real, or to put it differently: meaning means.

### 3.2.2 Root

The root contains every information in its branches even us, but it lies underground inaccessible. What we see and what i am trying to create is the plant which should be a mirrored image of what is below. Abgrund is a plant without its root, although they share they same origin, we will never be able to see true root.

### 3.2.3 Being

Meaning can be divided into being and non-being. Both, a true reality and the false reality are part of being. Reading this text happens in the truthness of reality. Imagining to read this text would be the opposite. But sometimes the boundary between existence and non-existence becomes unclear. In these cases we should decide for ourselves how to categorize.

### 3.2.4 Association

Your phrase, what ever you thought of earlier, we will associate its meaning with the letter 'P' so we can get started to get things more formal. Association looks like this:

$$P! =$$

$$P! = \text{"content"}$$

while "content" is of a category called phrase

P works as a pointer towards the phrase. Whenever P is called upon thy associated content will arise. But we still have to prove that P also has a meaning and is existing or else the pointer could not point to 'phrase', because, remember that non-existence is beyond our reach right now and has to be excluded from this project. So we will have to prove either P's being or a third state we have missed so far. But P can be associated with - it could be an abbreviation, a reference, a snail sign or a monocle - so it is at least a being.

### 3.2.5 Truthness

Following our root we have claimed the meaning of P and proven its being. Now we could continue and ask if you did think of something real or imaginary? I do not know, therefore I can not prove. But I can assume both states. try to think of truthness as a unit just like weight or size. Truthness is an exception though from most units as it only has two values: true and false, or true and untrue. And P can only have one value at a time! But this does not exclude that the value can change. If you have an idea on your mind it does not mean that it can not become reality someday.

### 3.2.6 Sense

Sense can be understood by every human being and is not bound to intelligence, although intelligence has a big influence on combining information efficiently. It makes sense that one eatable plant can be put together with another eatable plant to make a dish. It is also common sense that putting salt on a rock does not make the rock eatable. Which means that sense is made and received by thinking about possibilities of results. Not feeling sense is senselessness, it is the inability to sense right or wrong. Wanting to eat a salt-flavoured rock is called nonsense.

### 3.2.7 Spaces

One Space (engl. cell) holds one data. There are as many spaces as needed to process. Spaces are placeholders, empty spaces can be filled with data and filled space's content can be released (engl. erased), changed (engl. edited) or proved (engl. read). Spaces themselves do not change and do not have properties. But they can be identified by a unique identity (href!! order).

## 3.3 Nutrients

### 3.3.1 Validity

Validity uses truthness to show that work with validated content is either possible or impossible. We can not work with non-existent content, but even existent content can not always be worked with. If content does not make any sense then it is written like this:

*"content".0*

On the other hand valid content is what is to be assumed and therefore not necessarily has to be written - it looks like this:

*"content".1*

### 3.3.2 Knowledge

Knowing content means it is exact. Exact content is only content and nothing else. Believed content can be content but is not always true. Therefore believed content is not always known content. Believed content:

$$\sim \text{"content"}$$

### 3.3.3 Singularity

Everything we have touched so far has a property in common, which is called singularity. Only one of a phrase, one of the content P, one of /root is, exists and means. Singularity is always itself:

$$P$$

Which also means that there can not be two of one at the same time.

$$\text{"content"} \text{"content"}$$

### 3.3.4 NOT

'NOT' changes content to everything else but the content itself. With this tool we can define a second phrase and associate it with Q.

$$Q! = NOT[\text{"content"}]$$

And both can mean/exist/be at the same time:

$$\text{"content"} \quad NOT[\text{"content"}]$$

### 3.3.5 Equality

Two of one is not possible, though we can compare one with itself. It tells us that "content" is the same as "content". And we do know unless "content" is not NOT["content"] it will stay "content". So by comparing we get this:

$$P = P$$

## 3.4 Stem

### 3.4.1 Plurality

This far we have only talked about singularity: the exceptional being of something. A single phrase like P does not hold any 'sense' alone. Only combined with other phrases or 'lexemes' it is understood. Other than that plurality in conjunction with objects tells the amount of the object's

occurrence. For instance could we have multiple Ps? In a way it would be possible but unnecessary to have multiple pointers referencing the same phrase. Having multiple of the same phrase on the other hand could be useful when we would want to change the content.

$$Plural! = [Single][Single]$$

to tell the difference in quantity a property is used.

### 3.4.2 Duplication

But we still do not have any plurality that is why we will duplicate P's content. We will ask the pointer Q what it is associated with and we will find no "content", because we set Q to NOT["content"]. Now if we set Q to the phrase of P we would have plurality as both pointers would tell you the same

$$Q! = P$$

but it would not be a duplicate, because Q just tells the same as P (and P can not be used as content as it is only referencing). So we have to set the phrase itself as the content of Q:

$$Q! = \text{"content"}$$

This is what is called copying.

### 3.4.3 Set Theory

The set theory was founded 1874 by Georg Cantor (in "On a Property of the Collection of All Real Algebraic Numbers"). In this theory objects (our "contents") are put together to form a so called set (collection). This becomes handy when working with plurals as they are sets of singles. Sets can also be thought of content that associates with multiple pointers. We have already used them in definitions above by telling which content is to be changed by NOT. In this case only a single content was set with '[ ]' to show the whole content where the NOT points. P as a set looks like this:

$$[P]$$

### 3.4.4 Indication

The [ ] indicate the start ([) and the end (]) of a set - always. Both work as a border and tell where one content is and where the other. Often only one sign becomes necessary where only two contents are, but it is not written, as white space like this " " also splits up two different contents. In some

other cases multiple indications are needed at a time to show which part of a part inside of a set is meant.

$$P \vdash Q$$

$$[P[P]]$$

The space ' ', a single empty character, line breaks and other breaks also indicate a separation of content. The larger the space in between two contents the greater is the difference in semantic relation.

### 3.5 Sentence parts

#### 3.5.1 Verbs

#### 3.5.2 Objects

#### 3.5.3 Connectives

Connectives work as the equal sign to 'connect' two or more contents. They tell contents apart syntactically and connect them logically. There are symbols for:

Equality

Indicating sets

and their relation

Relation in general

Operation

#### Relation

A relation is a special bond between two contents, it could be one-sided although it would still define the relation. Different kinds of relations are:

Parent-Child-Relation

Location

Distance and more

**Sub- and Super-relation** If P was a set [P] and inside of it as a part of P was the content Q:

$$[P]/Q$$

then P would be called a super-set of the sub-content Q

$$Q \setminus [P]$$



**Parent-Child-Relation** Parent-Child-Relation is based on inheritance. A child inherits properties of the parent and is therefore a modified version of it. If we take the example of the relation of sets, where [Q] was a part of [P] then Q would inherit all inheritable properties of P. This means if P is part of a set itself then also Q would be a part of the same set. Also a child can not be without its parent: for a false P only a false Q is possible

$$P.0 \rightarrow Q.0$$

because Q is 'depending' on P.

**Begriff!!** More of P can either have a positive effect on Q or a negative.

++: more P results in more Q and more Q in more P

+ -: more P results in less Q and vice versa

-+: less P results in more Q and vice versa

--: less P results in less Q and vice versa

### Operation

In order to feed a pointer with content that is associated with nothing, an operation by two other contents has to be done. There is an infinite number of operators (, which do different operations), but when it comes down to the basics only 'AND' in partnership with 'NOT' are needed. Because operations on truthness can only be either right or wrong with a maximum possible error rate of only 50/100, we will look at some example related to this.

**X** Exclusiveness only takes one content of a set and makes it true while everything else becomes false. With two contents one automatically becomes false:

$$X[P \ Q] = P \ or \ Q$$

$$[X[P \ Q].1][X[Q \ P].0]$$

**AND** If I assume that I do not know the content of P nor the one of Q, I will have to assume all possibilities and outcomes:

P Q

0 0

0 1

1 0

1 1

While each P and Q can either be true or false:

$$X[01] = X[PQ]$$

If 1 is the value for truth and 0 the value of false then the AND operator gives us this outcome:

P	Q	AND
0	0	0
0	1	0
1	0	0
1	1	1

What it does is that it looks for both contents to be true and sets it true.

$$[P \text{ AND } Q].1$$

## 3.6 Structure

The structure types of Abgrund are differentiated by their length. While characters like P do only exist in phonetic language of Abgrund the syllable makes the smallest writable sense.

### 3.6.1 Element

A syllable consists of a consonant and a vowel. In linguistics they are called morphemes. They should only have one exactly defined but wide-ranged meaning. Think of them as pointers towards several cells with meaning. By combining elements the range closes in and therefore gives a more exact meaning. They are written as a single sign which can be written without lifting the pen.

### 3.6.2 Molecule

Molecules are the typical word consisting of at least one element. They are separated with single spaces.

### 3.6.3 Substance

Something like a term or sentence in English. Combined molecules make up substance. They are separated with punctuation.

### 3.6.4 Complex

A complex is a text. Several complexes make up another complex. They are separated with line-breaks or even more white-space depending on the syntactic bond. Two different stories which do not have anything to do with each other are best separated with a page-break.

## 3.7 Working

### 3.7.1 Compound

Every line that has been written so far in Abgrund language was each a unique compound. Compounds tell sense: if done correctly every part inside of a compound is a being and all parts together have a meaning.

### 3.7.2 Priority

Priority defines the order of things. Inside of a compound the first to deliver problem has the highest priority. Whichever is embodied inside of the most [] is set as the highest priority. So the first things to do when encountering a problem is: 1. to stay calm 2. to try to understand and tell what is happening 3. to look for the highest priority

### 3.7.3 Bits

You already know of 0 and 1 - the values for truthness. But what if there were more values? Making more values is done by merging two values like this:

$$0 \rightarrow 1 \rightarrow 10 \rightarrow 11$$

The first value here 0 is always called the 'smallest', always followed by 1. A second so called bit appears because after 1 can not follow 0 again, because what follows can not be smaller. So what "appears" has actually been a 0 before but was just too unimportant to be written down. Because

$$0 = 00 = 000$$

and so on. Therefore these have same value too:

$$010 = 10 = 0010$$

### 3.7.4 Digits

Abgrund is not bound to only two different values for bits. With a base of five it is called a quinary system, which has five digits unlike the ten digits commonly used in today's most common natural languages. When ascending each digit gets its turn, after that the digits merge as mentioned to indicate greater values. the five digits are:

$$O \rightarrow I \rightarrow V \rightarrow N \rightarrow W$$

### 3.7.5 Sorting

Everything that is not equal can be sorted descending (from after to before) or ascending (from before to after). Inside of sets contents should be sorted to give a better view of things. If O is followed by I it is called before to after

$$O \rightarrow I$$

If I is followed by O it is called after to before

$$O \leftarrow I$$

### 3.7.6 Ascendance and Descendance

It is also possible to ask for the difference between two values by saying:

$$\rightarrow [I \ V] = N$$

Here the  $\rightarrow$  works as an operator. It looks for how much values are in between I and N, that value is equal to V. When more than two values are in a set then the difference can be ascended too, to make it more simple:

$$\rightarrow [I \ V \ N] = \rightarrow [N \ N] = II$$

which can be turned around like this:

$$\leftarrow [II \ N \ V] = \leftarrow [N \ V] = I$$

Ascendance and descendance is not limited to simple 1-based stepping. It is possible to make larger or even smaller steps to the destination. For example does it only take one two-step-sized step to get from V to W:

$$\xrightarrow{2} [V \ I] = W$$

### Looping

Looping is called the repetition of an operation. Sometimes it is more useful to write an operation and let it repeat itself instead of writing the same operation a few times:

$$\rightarrow [I \ I \ I] = \rightarrow [[I]N]$$

While operators always stand in front of  $[]$  the indicator for loops stands behind them. When the indicator becomes more complex it is better to write 'l' and define l on a different line.

**Pointers**

Sometimes when working with problems, some values can not be evaluated instantly. In these cases pointers are used to replace a not yet known value. Only pointers without a certain meaning can be used, because they are associated with new content.

$$\leftarrow [WW \ [n \Rightarrow [I \ I]]]$$

**Lines**

If a line-break like this

is inserted in a compound but the compound has not ended (this is indicated with the equal number of ] to the number of [) then the first lines might have been used for association and / or the later lines for results.

$$[n \Rightarrow [V \ N]$$

$$\rightarrow [W \ I]n]$$

acting changing hier fehlt viel

**3.8 Communication**

When working, things are never meant for just one. A second 'object' can be a piece of paper and a pen, a computer or another person. They never do exactly what we want, but neither do they understand exactly what we want. Which means if we provide information we must do so efficiently.

**3.8.1 Sending and Receiving**

Sometimes we become sender - the information giver - and receiver - the information getter. When inputting and outputting at the same time more brain mass is used and working becomes more efficient. With a second object we only take on one job at a time and a distance becomes a hurdle, because of noise or indifferences in understanding. Therefore the sender must use clean language to state what is meant which is almost never given if you come from different cultures. Also the receiver must listen intensively in order to act upon the information received. Listening is also important to show importance to the strive for knowledge. So your job as a sender as you want attention is to ask yourself the importance of the information.

**3.8.2 Statement**

Everything that can be written as a compound is a statement. Statements do not have to have sense, but they can only lack syntactical logic for art

reasons. The style (either pure information or art) is determined by its one sender. A sender can sometimes be a declaration paper or a messenger only delivering a statement from a far greater mass of objects who combined their will, but there can never be plurality as one sender.

### 3.8.3 Requesting information

A requester is always in need of attention and ready to receive whatever the answer. Self-confidence is not needed in absence of respect or shame. There is no question and there are no W words. Requesting happens by stating. That way we learn by making faults - being forced to make mistakes. The requester has to be as specific as possible because it is the one who specifies the topic of the communication. If the question is too bold the answer might not be addressed at the right subject which will lead to further misunderstandings.

*i "compound" i*

### 3.8.4 Receiving information

The ! is used when you have received information and are repeating it in your own understanding. This is mostly only used quietly.

*! "compound" !*

### 3.8.5 Running information

This is the first part of thinking about what has happened this far. Was the question received manipulated by plane noise? Do I define words differently than You? Whenever you start thinking use the dots.

*· "compound" ·*

### 3.8.6 Sending information

When sending information do not repeat what was said in the questioning statement. 'How old are you?' - 'I am xy years old.' This is only repetition of what has been said and therefore not efficient. Instead only say: 'xy', because it is obvious that you are talking about yourself, about age in years, and about age itself.

*: "compound" :*

### 3.8.7 Distance

As long as the sender object is not the same as the receiver there will be a distance in between. Distance in this case is not meant to be measured with the meter unit but as physical resistance measured in  $\Omega$ . Distance

slows information down; this happens because the information bumps into other information in form of sound waves or Wi-Fi frequencies or physical resistance in form of walls, people and other objects which leads to changes in the original information.

### 3.8.8 Result

Asking

Understanding

Building

Teaching

This should be the cycle of generations. In our earliest years we will not be able to understand, but can still ask. While young we will start understanding but will not be able to accomplish anything. In middle age we will start working based on what we understood. Everything just to learn how to teach later on.

These four processes do not mark the end of the previous process but only the beginning of a new one.

## 3.9 Model of Involvement

### 3.9.1 Sender

the acting object is the sender. Giving information is the act called sending.

$$S : \text{"compound"} :$$

### 3.9.2 Receiver

When information is transmitted the object getting information is receiving. The Receiver is meant to be the end of the information chain.

$$S : \text{"compound"} : R$$

### 3.9.3 Messenger

A messenger delivers information. Sending information to a Receiver the object received from a Sender makes it neither the start nor the end of a chain.

$$S : \text{"compound"} : M : \text{"compound"} : R$$

### 3.9.4 Quoting

Information is free. If something is your opinion do not quote someone else's opinion, say it as if it was your statement. Quoting only becomes necessary when you are the messenger ('B said that ...'). This is done by telling the source and then the information.

$$M : [S : \text{"compound"} : (M)] : R$$

### 3.9.5 Unknown

The fourth object of communication could be called the third-person. It involves an object that is not receiving nor sending. Unknown does not know about the information being transmitted. But he is being affected by name by a sender (or messenger).

$$S : \text{"compound/U"} : R$$

### 3.9.6 Observer

Observers are unintentional information receivers. The third object is affected but not involved and therefore exposed to unwanted information. It is harmful to involve others and can get the sender into legal actions if the free will states that involvement is unwanted. The Observer also stands at the end of the information chain.

$$S : \text{"compound"} : R \ O$$

The Observer plays another important role: it is the object which is objectively able to provide discovery.

### 3.9.7 Perspective

Perspective only applies to observing objects. Taking on a perspective changes the focus onto a certain object. To observe e.g. the reaction of a Receiver receiving information then the focus would lie on the R and not the S. Focusing means to filter the important information from the unwanted information (what S does). In today's science information has to travel through several messenger objects before it can be interpreted. The simplest example is the observation of hair: for a human object hair looks like an infinite thin line - its width is just about the smallest value over 0 inches big. Though seen through a microscope a whole new perspective is seen. Although the microscope might be wrongly installed a lot of wrong consumption could be made by trusting Messengers. One could be that the hair grew bigger and flat when a microscope is hovered over it. So in general we are trying to avoid Messengers as much as possible for the best result of observation.



### 3.10 Model of Causality

This model describes cause. Although there can never be just one cause.

- A! (Ereignis) = occurrence
- O! (Objekt) = object
  - U! (Umstände) = circumstances
  - I! (Handlung) = action
- E! (Ergebnis) = consequence

Starting with a perspective, we ( $O_1$ ) are interpreting what is happening ( $A$ ).  
 "The door is closing"

$O_1!$ *The door is closing!*

The observed object ( $O_2$ ) puts his hand in between ( $I_{O_2}$ ). "While the object stops the door"

$O_1!$ *[The door is closing][ $O_2$  stops the door]!*

"The observed object is too late ( $U_{O_2}$ ), but the door has already closed ( $E$ )"

$O_1!O_2$  *is late*  $\rightarrow$  *[The door is closing][ $O_2$  stops the door]*  $\rightarrow$

$O_2$  *jams a finger!*

$U \rightarrow A \rightarrow I \rightarrow E$

While  $U$  is a set of past consequences and  $A, I$  are part of the consequence happening ( $E/A + I$ ) and consequences themselves.

$[E_n]n \rightarrow E_n[$

#### 3.10.1 Attractors

Attractor is a motivation. It is a consequence that an object strives for intentionally or not. The depth of an attractor determines its charm, the range determines its influence.

#### Relation

Two distant attractors slow down motion of an object which always goes for the heaviest attractor. Two colliding attractors make the objects motion more complex. It will make swing-like movements until it settles again for the heavier attractor. A special case happens when two attractors of the same heaviness appear. The object will either settle for the middle in between or if the three are aligned and the object on one end it will settle for the closest attractor.



## Chapter 4

# Beta content

priority relevance order

### 4.1 clean working

#### 4.1.1 First object

First object is the one the sender calls self. Anything is allowed in any extend. the value of life is below that of freedom. the only restriction is another object. Involving other objects in any way can be wrong. Remember that there is always a grey-zone in which you can move, but passing the line from grey to black makes the act illegal and will lead to consequences.

#### 4.1.2 Second object

Asking for permission to communicate must be accepted otherwise interaction in any way is not allowed. attractormodell

reality can be fought about. the jain philosophy forinstance seems so abstract to me that i can not accept it. if i think about my sight of existencemight be as abstract as my view of others i start feeling uneasy. and it makes want to rethink my whole philosophy, my view on existence. damn how can i have been so naive.

### 4.2 Knowledge of transmission

### 4.3 Principles

As there are no laws, principle may guide one not in moral behaviour but in the difference of right or wrong. While these lines are only a guide they might change their righteousness with time.

## 4.4 Relativity

Is a matter of false reality to describe true reality. Inexact values are used to describe unspecific values or values which are in their exact form irrelevant for a result. There are two unspecific values in total:

### 4.4.1 Something

Is a relevant value between zero and everything. It has a placeholder function.

[ ]

### 4.4.2 Everything

Is used when a value can not be comprehended by exact values, because queued values would not be large enough to describe the value. If it was an exact value, then when ascending it would be the last value.

□

### 4.4.3 Inequality

Describes a values position at ascendance in a relation. When x is ascended before y

$$x < y = y > x$$

And irrelevant, specific values are written with a dot in the middle to become approximate values.

level one - means + level two = means x level three three lines mean potenz level four four lines mean pfeil 2

### Equality - Weight

When two valued contents stand next two each other usually one would try to sort them by weight. While weight can be the importance, greatness (as in value) or complexity. The dictionary of Abgrund is sorted by complexity: dots are the lightest, circles the heaviest single signs, but two dots are even heavier and so on.

### 4.4.4 Processing

Changing content actually contains more than one process: you will have to find what you want to change by using existing pointers (find-process). P will reveal your phrase, so we could erase its content (erase-process) and enter new information (write-process). We do not have to reassign it, since

P did its job well, but we will have to associate P with the new content (associate-process) just to make sure that everything goes as planned.

Quantum connection imagine a matrix in chess pattern. now each black field is a particle and every white field is empty space. information is send via light speed but bumps into a particle every second field. so a quantum system which are at least two particles connected by a non particle line (white line) where information does never bump into particles might likely be a reason to describe particle duality. as there is no 'space' in between information for both particles is meant for both at the same time.

#### 4.4.5 Property

Property in Abgrund does not mean to own something, but that an object is bonded to a definition. Colors are definitions as they describe a certain wavelength. In English there are restriction on color perception. As in ages before us people have already found words and even worked with colors consciously. In natural language naming colors did not change as there was no use for it in everyday life. But to compromise language a distinct and universal unit is needed to name properties. In case of colors nanometers is used.

Another use of property is the quantity of plural objects. Bonding properties on an object uses the unit, a ':', and the units value. While the dot begins the property of the object named in front of the dot.

$$P.quantity : 3$$

Multiple property-association and layered property-association can also be made using sets and relation. Properties relations also define its object. A result e.g. a variable can be associated with properties which define its outcome.

$$P.[[> I][< N]] = V$$

or Q as part of P, while being part of P is the property:

$$Q.\backslash P$$

## 4.5 Uncertainty

### 4.5.1 Probability

If the incoming values are not clear then there are several true outcomes to consider. The probability is the number of input cases divided by the number of outcomes.

$$p(I \div O)$$

### 4.5.2 Variables

Variables are pointers

### 4.5.3 Prove

Everything that has meaning can be proven (either true or false). Everything without meaning can not be proven by us (we as a human species).

## Chapter 5

# Discussion

### 5.1 trashed

This is a collection of things that appear in various languages, but have been trashed for simplicity reasons in Abgrund:

Gender-classing system Forms of time, tenses Pronouns in a way Formality Conjugation Clause structures

### 5.2 Hopes for the future of 'Abgrund'

The will to practice, to strive (and not only wanting to strive) for rights that every man wants to inherit. To change for the greater need which does not mean what the masses of people want. And doing things voluntarily but sometimes just for learning. This can not be done entirely in our system, as there is no guarantee of survival when your doing is voluntary only. So there has to be an independent system big enough to cover all needs.

### 5.3 A priori or a posteriori?

This is quite a very frequently asked question if it comes to constructed languages. Is the language built from scratch or is it based or even a modification of another one? I have already answered it using my heart. I planned to construct an egg out of nothing, the ultimate language that was before everything else. And that I planned to do with basic logic and that I did. But was basic logic not invented even before Abgrund? Yes, and that is why I decided that Abgrund is an a posteriori language for myself. Though it is not constructed from other languages, a lot has been taken from science itself instead. You can discuss this matter for yourself [here](#).





## Chapter 6

# Acknowledgments and References

I was able to write this work without paying a single dollar. Therefore I am quite thankful to be able to have all the information, every tool I need at my palms! All licences used are mentioned. And if not: Hit me! This document is not licensed at all. You may use it as you wish, because I think knowledge should be free to acquire and shared with others without exceptions. We would help each other out even more if we could realize just how much alike we are.

Anyway, thank you for reading. We might have found a similar interest. And I hope you can build on my ideas/my collection of ideas from other people or get yourself into doing something similar.

Best regards

I might be your neighbour

### 6.1 Design

#### 6.1.1 Fonts

**Monaco**

#### 6.1.2 How To

#### 6.1.3 Sources

**Toki Pona**

by Sonja Lang. 2014. Toki Pona - The Language of Good. ISBN: 978-0-9782923-0-0

**IPA**

The IPA is a phonetic alphabet. It is used to make human mouth sounds universally readable.

**Wikipedia**

Wikipedia is great to get an overview on how things work together. You can even translate instantly into your native language if needed. I mostly copied how people do things and never the information itself unless I found it somewhere else, because the site is -as a reminder- a collection of people's knowledge and not a source of information itself. It was used since 18-07-15 and even before.

My collection of prepositions is a shortened list of these: , while the last edit was on 15-10-25.

**6.2 Tools****6.2.1 Google Translate**

To translate words I used this page if not stated otherwise.

Translation and time stamp Übertragung - transmission 18-08-09 Fragestellung - fundamental question 18-08-10 using Linguee

**6.2.2 Google Drawings**

Google Drawings is a tool in Google Docs to create graphics. You can find it at: .

## Chapter 7

# Attachments

### 7.1 Collection of Formulas

### 7.2 Dictionary

The dictionary is sorted like a Japanese dictionary. The more lines a word contains, the further near the end you will find it. Dots are first, straights lines second, curves third and circles last. Find it [here](#).

### 7.3 Graphics

One-dimensional three-line graph

### 7.4 Implementation Guide

[]

If [ is found remember position until ] is found. Go to [ position and begin working until ]. Repeat.

### 7.5 Stats

Number of consonants 18 Number of vowels 5 Number of morphemes 90 <  
>< >Number of connectives